

MONTHLY NEWSLETTER OF THE  
THUNDER BAY ATARI ST  
ENTHUSIASTS

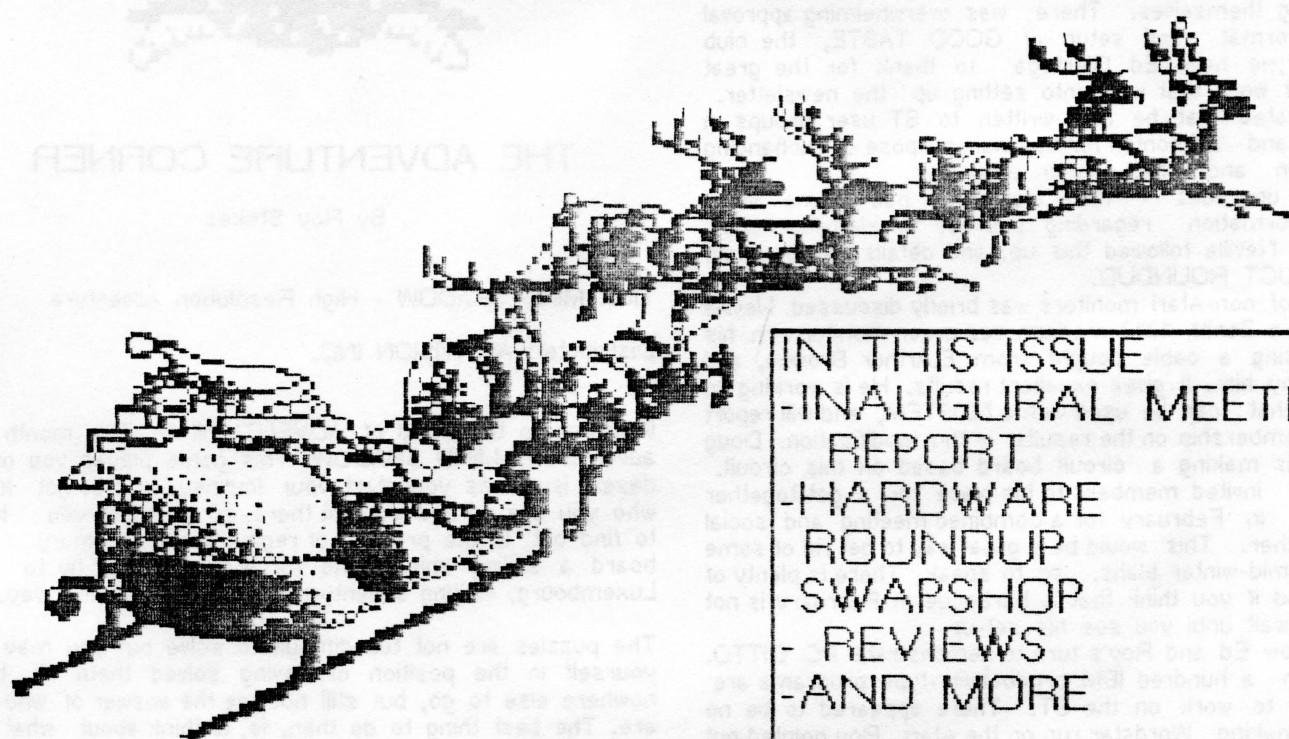
# GOOD TASTE

GOOD TASTE

VOLUME 1

ISSUE 2

DECEMBER 1987



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- INAUGURAL MEETING  
REPORT  
- HARDWARE  
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**SEASONS  
GREETINGS  
FROM TASTE  
AND BEST WISHES FOR THE  
NEW YEAR**

## HARDWARE ROUNDUP

by Neville Denetto

Based on our policy to provide the best possible service to the membership, here are some comparative prices for ST hardware.

- (1) MIKADON, Thunder Bay .....345-0706  
 (2) JIM GREEN, Thunder Bay.....767-5267  
 (3) E.ARTHUR BROWNE CO. .... Tel: 612-762-8847  
 3404 Pawnee Drive, Alexandria, MN 56308  
 (4)COMPUTER SOFTWARE PLUS ..... Tel: 416-252-2808  
 1158 Queensway Avenue,Toronto,Ont M8Z 1R5  
 (5)PERSONAL COMPUTER SERVICES.....Tel: 416-662-7711  
 Fiesta Mall, 102 Hwy 8, Stony Creek, Ont L8G 4H3

PRODUCT	COMPANY	PRICE	REMARKS
1 EG UPGRADE	(1)	\$299	
- do -	(3)	US \$199	no soldering required, upgradable to 4 meg
- do -	(4)	\$160	for the 520STFM
- do -	(4)	\$200	for the 520ST
- do -	(5)	\$200	for the 520STFM
- do -	(5)	\$250	for the 520ST
CLOCK SETTER	(4)	\$50	
- do -	(3)	US\$39.95	Includes Ni-Cd self-charging batteries, auto time & date, RAM disk, printer spooler
COMPOSITE CABLE	(3)	US\$19.95	
3 1/2 in. DISKS	(2)	\$18.00	includes tax, generic

I am sure that there are many other companies with similar products. If you know of any, please give me a call (577-1061) and I will include your information ASAP. Remember, we are here to help each other.  
 .....Neville-

Here is an extract from the Manitoba Atari Computer Club (MACC) Newsletter, and was originally written by W.J.Parsons of the Jersey Atari User Group. Although not directly related to memory upgrades and such, the human element in the letter is quite revealing....read on.....Neville.

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at home since your computer entered our lives two years ago.

The children are doing well; Tommy is seven now and he is a bright handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You should be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart.

She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was off.

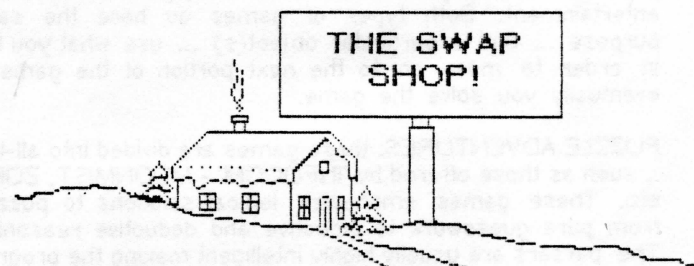
I am also doing well. I went blond about a year ago and was delighted to discover that it really is more fun. Lars...I mean Mr. Swenson, the department head... has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you didn't mind being vacuumed but that the feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters put air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars...Mr.Swenson, I mean... is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it.

I hope you and the computer have a lovely time while we are gone. Tommy, Jen and I will think of you often -- try to remember us while your disks are booting.

Love.....Mary



Would you like to re-cycle your software? Why not take advantage of this opportunity? All you have to do is contact ROY STOKES at 344-3924 after 4:30- most days- and he will publish your wishes in our news letter each month. Once the word gets around, you can then make your own deal.

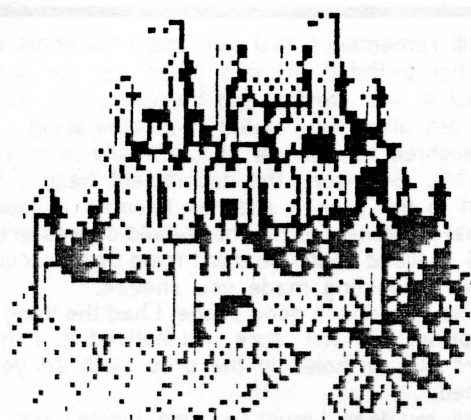
Please remember that copyright laws are in effect, therefore only original software with all documentation can be so traded.

## THIS MONTH WE HAVE:

PROGRAM	CONTACT	COST/SWAP
KING'S QUEST II	ROY STOKES(344-3924)	\$35.00 or SWAP
KING'S QUEST III	ROY STOKES(344-3924)	\$35.00 or SWAP
S.D.I.	ROY STOKES(344-3924)	\$35.00 or SWAP
STARGLIDER	ROY STOKES(344-3924)	\$35.00 or SWAP
MOONMIST	ROY STOKES(344-3924)	\$35.00 or SWAP

== JOIN THE CROWD AND LET US FEED YOUR COMPUTER ==





## WHAT IS AN ADVENTURE GAME ANYWAY??

Adventure games may be broadly separated into two categories: puzzle and role-playing adventures. This separation however, is not strictly adhered to, as today, it is possible to find games that do encompass both forms of entertainment. Both types of games do have the same purpose ... find a particular object(s) ... use what you find in order to move on to the next portion of the game ... eventually you solve the game.

**PUZZLE ADVENTURES:** these games are divided into all-text ... such as those offered by 'INFOCOM' - MOONMIST, ZORK, etc. These games emphasize logical solutions to puzzles from pure guesswork to inductive and deductive reasoning. The parsers are usually highly intelligent making the program very easy to use. The prose is very rich and conveys to the gamer a sense of realism not found in the second type of puzzle adventure ... graphics/text adventures. This type, such as KING'S QUEST, QUESTRON, etc. make use of the computers high resolution graphics capabilities. The picture presented usually contains the clues and such that the user must manipulate in order to solve the various puzzles. The parser is usually very limited but adequate for the game.

**ROLE-PLAYING ADVENTURES:** unlike puzzle adventures, this type of game generally has a clearly defined objective from the start. The gamer takes on the identity of a character in the game and through time builds this character into one strong enough to fight off all those who seek to stop him from reaching his objective. Examples of this type of game would be THE BARD'S TALE, ULTIMA, etc. These games often utilize arcade type sequences which require a quick hand/eye coordination. The games are usually graphics oriented.

**COMBINATION OF BOTH:** gamers can now play adventures which combine the best of all of the above. This art form is new, and there are only a few offerings at this time, but, they are exceptional in quality ... THE FAWN, GUILD OF THIEVES, KNIGHT ORC and the long awaited 'BEYOND ZORK' (This author can hardly wait for this one, it is on my Christmas Wish List).

Adventure games are fun to play and all are highly interactive. Join the club and let your dreams come to life.

Roy stokes-



## EDITORS NOTES.

As mentioned in the credits this newsletter is created using Fleet St. Publisher. This program considering the depth and versatility that it possesses is fairly easy to use. You can import text and drawings from other programs and use them in your work. Once a drawing is imported it can be resized, rotated, cropped or you can modify it with Fleet Streets limited drawing facility.

In comparing Fleet Street Publisher and its competitor Publishing Partner I would recommend Fleet Street for those using a dot matrix printer. Though Publishing Partner may have a few more features the dot matrix printout I find is more acceptable from Fleet Street. If you are thinking about getting a program of this type you can use this newsletter as an example of the type of things you can accomplish with it.

Another thing to consider is that in the very near future there will be a few more programs to choose from when it comes to St. desk top publishing. Word is that Time Works is coming out with a program of this type and that "Ready Set Go" which is one of the most popular desk top publishers for the Apple McIntosh is also coming out in Atari St format. We are running out of space once again so I'll have to end this brief discussion on Desk top publishing. So until next time.

Ed Giertuga

## MEMBERSHIP REPORT

Our first monthly meeting was quite a success with 9 paid members and one more since than bringing our membership up to 10. As membership secretary I'd like to thank our initial members in getting our club off to a good start. Members as of this date are:

Neville Denetto	Edward Giertuga
Bruce Hanford	Tom Harris
George Kamstra	Gerry Maggrah
Ken Fitchie	Doug Stankie
Roy Stokes	Tom Theodoropoulos

As we decided at our November meeting we will not be having a December meeting due to most people being busy at this time. Our **next meeting** will be **Thursday, January 21, 1988**. There will be more information on the meeting, demos, and disk of the month in the January news letter. In the mean time I hope that everyone has a joyful holiday season.

Ed Giertuga

## ABOUT THIS ISSUE

This issue of "GOOD TASTE" was created using Fleet St. Publisher and printed out on a Star SG10 dot matrix printer. The bulk of the text is in 10 point helga, last month we used san serif 10 point. Contributing articles for this issue were Neville Denetto, Roy Stokes, and Ed Giertuga. Layout by Ed Giertuga.